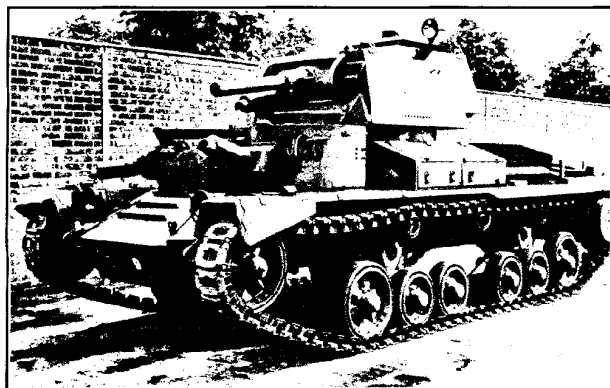


PYRRHIC VICTORY

SCENARIO ASL TAC 53

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Germans win at game end if they Control every multihex building on board 3 or they win immediately upon exiting 25 CVP on the east edge.

MAVROPIYE, GREECE, 13 April 1941:

On April 8, just two days after the start of the German offensive, it became obvious to General Wilson, commanding officer of the Imperial Expeditionary Force, that the Greeks would not be able to resist enemy pressure much longer. Consequently, he decided to re-deploy his forces to the south, along a shorter defensive line, anchored on wooded mountains and easier to defend. But he needed time to do so. Several units were detached from the IEF and placed under General Mackay. They started blowing up a series of bridges, managing to greatly slow down the Panzer Divisions. Even this was not enough though, and Mackay fought a first (and successful) blocking action at Vevi. Encouraged by the result, he decided to try again. 35 km to the south, at Ptolemais, a natural anti-tank ditch cut across the South road. This looked like the perfect spot from where to try stopping the onrushing Panzers. The clash was not long in coming. On the morning of the 13th, the 4th Hussars forward observation posts beyond the ditch came under heavy attack. The Germans quickly realized that it would be impossible to force their way through. A glance at the map indicated a possible solution: a trail bypassed the obstacle, but the ground was swampy and seemed impassable for the Panzers. Nonetheless, it was the only way out and had to be attempted. A few hours later the first German tanks showed up on the British flank...

BOARD PLACEMENT:

BALANCE:

- The DB is Recalled at the end of Turn 4 (SSR 4).

- Add a MMG to the initial British OB



18

3

BRITISH set up	1	2	3	4	5	6	7	8	END
GERMAN moves first									

Elements of 1st Armoured Brigade HQ and of 2nd RHA L/N Battery [ELR: 4]

set up on/east of hexrow K and, on mapboard 18, in hexes numbered 9 (see SSR 2) (SAN: 3):



4 th 5-8	8-1	8-0	LMG 2-7	ATR 1-12	9-1	10 3	10 3	26 0	ART 7	2-2-8
4						150 94 2/4	40L 2/4	1 ATR -2/4*	114*	

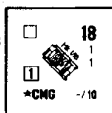
4

2

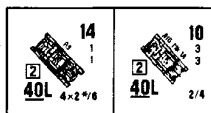
Elements of A Troop, Northumberland Hussars, 102nd Anti-Tank Regiment set up on/east of hexrow K:



Elements of B and C Squadrons, 4th Hussars Regiment enter on Turn 1 on/between 18Q1 and 3GG6:



Elements of A Squadrons, 3rd RTR enter on Turn 2 on/between 18Q1 and 3GG6:



Elements of 2nd and 3rd Platoon, 27th New Zealand MG Battalion

enter on Turn 5 along the east edge:

4 th 5-8	9-1	8-0	MMG 3 6-14	MMG 2 4-12	T-4 36PP	T9 14PP
4						

4

26



Elements of 33rd Panzer Regiment, 9th Panzer Division enter on Turn 1 along the west edge (see SSR 3):

14 3	14 3
20L(4) -1/5	37L 3/8

3

2

9th Panzer-Division reinforcements






4 th 6-7	9-1	8-0	LMG 1 3-8	ATR 1-12
9				

9

2

9th Panzer-Division reinforcements [ELR: 4]

enter on Turn 2 along the west edge (see SSR 3) (SAN: 2):

 4 ¹ 6-7	 1-8	 LMO 1 3-8	 13 3 2 3 50 3/5	 14 3 1 2 75* 3/5
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4

2

enter on Turn 3 along the west edge:

14 3	14 3	16 1	16 1
37L 3/8	20L(4) NA-AA	7PP* CMG -7*/3*	15PP AAMG -1/-3

3

3

Scenario Design: Jean-Paul Goncalve '94

SSR:

- EC are Ground Snow, with a Mild Breeze from the northeast at start. Roads are plowed.
- The A10 MkIACS Cruiser has HE9 with an FP equivalent of 12FP only and a Basic TK# of 7. It thus has Functioning MA for Overrun purposes.
- German vehicles entering on Turns 1 and 2 have already spent half their MP allowance (FRD). The German Sniper may not be activated prior to Turn 2.
- The Germans receive automatic Air Support on Turn 1 in the form of one DB39 with bombs. This DB is Recalled at the end of game Turn 3.
- Starting from Turn 3, dusk causes a +1 LV Hindrance to all fire.

AFTERMATH: The fighting started right away. Two Hussars squadrons threw themselves at the Germans without further ado: the action turned into a slaughter. Despite their bravery, Sir Winston's Hussars were felled one after the other. Nevertheless, the German victory did not last very long. Rushing straight for the 1st Armoured Division's HQ, the Panzers stumbled upon the 2-pdrs of the 102nd Northumberland Hussars. Eight tanks were quickly knocked out and the German momentum was broken. And that was not the end of it. Two Cruisers squadrons, coming to help, set another five on fire within a few minutes. However, Brigadier General Charrington, the Brigade's commanding officer judged that it would be safer to withdraw without delay. Night was falling and it would be easier to disengage under the cover of darkness. Immediately, gunners and infantrymen started falling back and once again, Mackay Force escaped. But losses had been heavy. Too heavy in fact, for what proved to be the 1st Armoured Brigade's first, and last, action.